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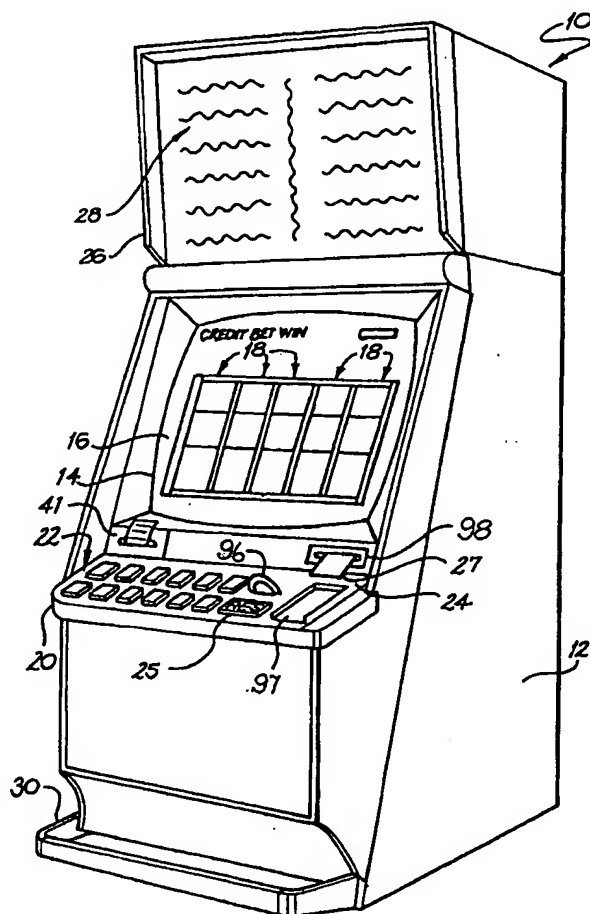
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(54) Title: MULTIGAME SELECTION



(57) Abstract: A gaming system (100) comprises a gaming server (system controller) (54), a plurality of gaming machines (10), and a communications system (63) connecting each of the plurality of gaming machines (10) to the gaming server (53). The gaming machines (10) each have a display (14), player controls (22), a player tracking device, such as a card reader (24.3) for reading player tracking cards (27), and a game processor (34) which displays sequential game images of a game being played on the respective display (14). Each game processor (34) plays a game initiated by the player, where the game is one of a plurality of games available on the gaming machine (10) and selectable by the player. Each gaming machine (10) includes game selection means (16) which displays a selection of games (211-216 & 311-316) available on the machine for the player to play. The games (211-216 & 311-316) offered for selection are ordered according to a ranking determined as a function of the player's past history of playing games and a history of games played by other players.



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